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HEAVY METAL F.A.K.K.2

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Introduction

Years have passed since Julie defeated the nefarious Lord Tyler on the Holy Land's battlefields. She has long since put the pain of those days behind her and turned her eye to more pressing matters. On the long journey from the Holy Land to the Galaxy of the Twin Suns, she gathered those without a home in the universe and brought them back to her homeworld of Eden, a planet whose water possesses magical properties - the world's inhabitants fail to age past 30 years.

From somewhere deep in space, a PlanetShip, a vessel that consumes entire worlds, approaches with its ancient leader Gith at the helm. Although Eden has been protected with an energy shield and a F.A.K.K.2 (Federation Assigned Ketogenic Killzone) hazard beacon placed in planetary orbit, the world will soon be threatened. In this universe full of would-be-gods, the machines of man alone cannot change the call of destiny.

Inside this complete Heavy Metal F.A.K.K.2 game guide you will find:

Combat and Weapon Strategies: Successfully completing the adventure requires cunning combat techniques and efficient use of Julie's weapons. This section covers essential combat maneuvers and how best to use Julie's diverse arsenal, including the swords, guns, big guns, and explosives.

Complete Walk-through: Head here for a complete mission walk-through, covering all Eden, the Moogaly swamp, and the We cemetery. Tips on solving the puzzles, acquiring hard to reach power-ups, and defeating tough boss creatures are included.

Cheat Codes: Search here for a list of Heavy Metal F.A.K.K.2 cheat codes and how to activate them.





Chapter 1

Combat and Weapon Strategies

Effective use of Heavy Metal F.A.K.K.2's available weapons can mean the difference between a quick, efficient kill and piles of wasted ammunition. This section covers each weapon and applies its use to specific areas of the game.

Swords

Heavy Metal F.A.K.K.2's array of melee weapons provide adequate to heavy damage without the need for ammunition - at least most of them. You'll acquire your first sword, the nondescript green sword after your training session early in the game. Others will be found throughout the adventure and your journey across Eden.

You should use swords in one-on-one situations with the game's weaker enemies. Flesh binders and soul harvesters, Heavy Metal F.A.K.K.2's toughest foes, are tough to battle simply with the sword. Use guns and big guns on the flesh binders and soul harvesters; for the others, any sword weapon should prove effective.

COMBAT TIP: The circle strafe maneuver will save you time and time again during your adventure through Heavy Metal F.A.K.K.2. To perform this move, point your crosshairs at your opponent - it doesn't matter if you are using a sword, a gun, or even a big gun. While you are focused on the enemy, use the strafe keys to maneuver around the enemy. You may need to adjust the movement with small taps of the forward or backward directional keys. During the strafe, keep your crosshairs focused on the enemy. All this time, you should be either swinging away with your sword (moving in to attack and back to avoid counters) or firing your weapon. Since most enemies must face you to attack you, strafing lets you move to the side or even behind an enemy to avoid its attack.

Swords are placed in the right hand; often a small gun, such as the pistol, uzi, or crossbow, should be placed in the left hand. Perform hit-and-run attacks with the





sword. If you're forced away from the enemy, use the gun to inflict damage from longer and, hopefully, safer range.

Most of all, swords will conserve ammunition (except for the chainsaw sword). If you're running low on bullets or plasma, you may be forced to use melee combat. Effective use of the sword requires skilled strafing and circle strafing (keeping your crosshairs on your opponent while you move in a circle around it).

Green Sword

You will acquire the green sword after you complete the training segment early in the game. Even if you don't participate in the training, you will still be handed the sword as you exit. The green sword will prove invaluable early in the game against the swarming vymish as well as the pesky infected shglik. Practice hit-and-run and combo attacks early in the game - against the weaker enemies - to prepare yourself for using the more powerful swords against the game's tougher enemies.

Fire Sword

You can find the fire sword in the Eden marketplace if you explore it thoroughly (its location is detailed in the walk-through section) or a little while later in the adventure. The fire sword requires Julie to maintain a 25 percent water supply, which shouldn't be too difficult if you explore the environment for all water ampoules and use available waterfalls to refill to 50 percent. The fire sword eschews the need for the green sword; use the more powerful melee weapon against the vymish, lynchor, shglik, grawlix, and dark creepers. It's strong enough to take on boss creatures and the game's toughest enemies; however, if you have big gun ammunition, you might take less damage if you remain at long range during your assault.

Electrical Sword

You'll find the electrical sword late in the game - and it couldn't come at a better time because Heavy Metal F.A.K.K.2's endgame is swarming with tough enemies, such as flesh binders and soul harvesters. Like the fire sword, the electrical sword requires a minimum level of water (50 percent) to implement in full capacity. It's likely you will use the electrical sword in place of the green and fire swords. Though effective in hit-and-run tactics, the electrical sword can be devastating in combination assaults. Circle strafe around your opponent and initiate the combination from the side or behind; once you start the assault, it will be difficult for the enemy to counter. If you're struggling with ammunition, the electrical sword can be effective against the flesh binders and soul harvesters from the late game as well as ghosts, grawlix, dark creepers, and other foes.





Chainsaw Sword

Found in the swamps, the chainsaw sword, a two-handed weapon, offers two mode of attacks. While possible to inflict significant damage, it's difficult to use the chainsaw sword in hit-and-run or circle strafe tactics - it's slow rate of fire and speed decrease to Julie makes it tough to maintain maneuverability while inflicting maximum damage. Further, the chainsaw sword quickly consumes gasoline ammunition, also used in the powerful flamethrower - potentially a much more useful weapon against tougher enemies, such as flesh binders and soul harvesters. The chainsaw sword possesses two modes of attack - slashing and thrusting - and is most effective against slow-moving enemies, though it's likely you would want to hold onto your gas ammunition for the flamethrower.

F.A.K.K. Axe

Found in the Eden underground, the F.A.K.K. axe is extremely slow, but quite powerful and useful against the gawlix that inhabit the Eden sewers and underground caverns. If you're swarmed by multiple gawlix, the F.A.K.K. axe's slow rate of attack could prove too much of a hindrance to overcome. Instead, use the F.A.K.K. axe in one-on-one situations. Dodge the gawlix attack, strafe around to the beast, and pummel the foe with the powerful axe. Hit and run and circle strafing will be much more effective with F.A.K.K.2's other swords.

COMBAT TIP: Hit-and-run techniques are essential to good sword play - and even good combination attacks! When facing an weak to medium-strength enemy (such as the vymish, shglik, gawlix, or dark creeper), charge in with your sword, swing a few times to deal some damage, then retreat quickly, either by strafing or backing up to avoid a counterblow. You can use this in conjunction with combination attacks. For instance, swing with the sword and follow up the swipe with a quick bursts of the uzi or a bolt from the crossbow. Julie can run circles around most enemies (especially with a full water supply). Don't neglect this speed advantage!

Guns

Heavy Metal F.A.K.K.'s gun weapons are a perfect complement to Julie's current sword. You can place the sword in the right hand, while implementing a gun in the left hand. Use the sword against less-threatening enemies or when you can attack and maneuver effectively within close range, then fire the gun weapon should you need to back off and attack from long range. Guns require ammunition, though, and if you're careless, you'll find yourself running dry quite often. Don't waste gun ammunition against enemies that can be easily dispatched with a sword (such as vymish or lynchorn).





Crossbow

You'll acquire the crossbow when you first meet up with Otto during your trip through the Eden marketplace and town center area; the crossbow provides additional firepower for your mission through the Eden underground. The crossbow can be fired in two ways: either rapid fire by pressing the mouse button quickly each time or a more powerful, but slower shot, by holding down the fire button for several seconds. Save the more powerful shots against stationary targets (lynchorn) or if you're within close range of the enemy (such as the grawlix) and are guaranteed a hit. Follow up the blast with a sword combination for optimum damage.

Handgun

Found during Julie's exploration of Eden, the handgun provides extra firepower against the vymish and infected shglik, but it won't provide enough damage potential to defeat tougher enemies, such as the grawlix or dark creepers. The pistol can be used as a last resort against lynchorns, but swords will perform better if you circle strafe and avoid the lynchorn's defensive attack. The handgun is an adequate bridge to the crossbow and uzi, but not dependable enough to use late into the game or even through the swamp section.

Uzi

The best one-handed gun and the perfect weapon in combination with any sword (though preferably the midgame fire sword and late-game electrical sword), the uzi is powerful enough to take on most of Heavy Metal F.A.K.K.2's enemies, though you should use larger weapons against the tough flesh binders and soul harvesters. The uzi works quickly, though, and can be especially effective when you are overrun with enemies. But its rate of fire does have a downside - you can run out of ammunition within moments. Conserve as best as you possibly can by using your sword - equipped in the right hand - to battle weaker foes or finish off the tougher enemies once you have knocked them around a bit with the uzi. During your trek through the swamp, you will acquire a second uzi, letting you equip an uzi in each hand (represented by the double uzi icon in your inventory system). Press both the left and right mouse buttons down to attack with the double uzi - but remember, it won't take long to deplete your ammunition!

Explosives

There are only two weapons available in the explosives section - and only one is truly an offensive weapon. You'll use the detonator during the first boss encounter and a few other times during the game to clear out blockages





(remember that the green asteroids are volatile and explode easily when combined with the detonator). The rocket launcher, on the other hand, is a beast and one of the most effective weapons against the game's tougher enemies.

Thermal Detonator

Heavy Metal F.A.K.K.2's training mission and early-game conversations instruct you how to implement the detonator effectively. The first boss encounter (the large vymish mama under the creeper pens) should be destroyed with the detonators; simply place them next to the green asteroids resting beside the large bug. There will be other moments during the game where you'll discover green asteroids along the ground or blocking passageways. Use a detonator to clear the blockage and continue onward.

Rocket Launcher

A favorite in first-person shooter circles is also a devastating tool in Heavy Metal F.A.K.K.2. The rocket launcher can dish out serious damage to all F.A.K.K.2's bestiary and is especially effective if you can lure enemies into small groups. For instance, you are battling two flesh binders. Trying to take them down with the shotgun could prove difficult because you can't really inflict a lot of damage to both in a single shot. With the rocket launcher, however, you can. Lure the two flesh binders near one another and fire the rocket into one (with the other close by) or at the ground between them. The rocket's splash damage will inflict harm to both enemies. Rockets are precious, so you should save the launcher for the most powerful F.A.K.K. beasts, namely the flesh binders, soul harvesters, and boss creatures. Also, be careful when attempting to use the rocket launcher at close range; though splash damage can certainly have positive results, it can also cause significant damage to Julie if she's too close to the blast.

COMBAT TIP: Combos (attacks with a sword in the right hand and another weapon in the left hand) are essential to inflicting large amounts of damage with minimal effort. To perform a combo, hold down the right mouse button to perform two swipes with the sword. During the second swipe, release the right mouse button and shift to holding down the left. Continue to hold it down until the combo completes. Each successive blow dishes out more damage. During the combo, your enemy (who should stay within range of the blows) cannot return your attack. As soon as the combo completes, circle strafe out of the way and slash again quickly with your sword as a finishing blow.





Big Guns

Heavy Metal F.A.K.K.2's big guns are the room clearers (along with the explosives' rocket launcher). Each big gun consumes two-hands - you can't complement the long- or short-range attack with a sword strike. Instead, save the big guns for the game's toughest enemies, such as the boss creatures, flesh binders, or soul harvesters. Ammo is difficult to find for these powerful weapons, so make every shot count. Use swords to eliminate weaker beasts and save the big guns for tougher combat situations.

Over and Under Shotgun

Featuring two modes, the over and under shotgun excels in close- and medium-range attack. Use the plasma shotgun mode in a close-range assault. It's especially useful against the flesh binders, which possesses several different deadly weapons. Within close range, you can circle strafe around the flesh binder and fire the shotgun quickly enough that the flesh binder can't get off a counterattack. To conserve ammunition, try to circle strafe, get in a few shots, and quickly switch to the fire or electrical sword to deliver the finishing blow. The over and under shotgun's second mode launches grenades. The grenades are somewhat unpredictable and bounce around haphazardly. Fire the grenades at the enemy's feet to increase your chance to hit.

Flamethrower

This powerful weapon has a few limitations. First, the flamethrower uses gas ammunition, which is somewhat rare and often secured in secret areas of the game. Plus, the chainsaw sword also uses gas; if you love the chainsaw sword, you may not have the gasoline available to fire the flamethrower. Finally, the flamethrower, like all big guns, is a two-handed weapon and significantly hinders Julie's ability to move. Still, the flamethrower's ability to quickly roast enemy creatures, including the tough soul harvesters, makes the weapon an excellent choice in tough situations. Limit your opponents to one, however, as your lack of maneuverability will cause problems when trying to fight off multiple enemies.

XP-80

A beauty of a weapon, this powerful chaingun is acquired from Gruff, who waits for Julie at the end of the swamp. The chaingun gulps ammunition, but rips through flesh binders in a matter of seconds. Save the chaingun for flesh binders, soul harvesters, and boss creatures. Since it shares ammunition with other weapons (the ballistic weapons and even the plasma from the shotgun), you may have to carefully manage your weaponry late in the game to ensure the chaingun's availability. The chaingun uses bullets in its primary mode and plasma





in its secondary mode, a bright green beam of light that inflicts steady, constant damage. You'll find the primary mode much more useful, especially when combating flesh binders at medium to long range.

Soul Sucker

This unique weapon is acquired from a soul harvester. The soul sucker can be used to gain water from enemy creatures; simply equip the weapon and use its primary fire against the enemy. Using the soul sucker can be extremely helpful if you're low on water and can't seem to locate a water ampoule (they become a bit more scarce as the adventure moves on). The soul sucker is also essential to defeating Heavy Metal F.A.K.K.2's final boss (detailed in the walk-through).





Chapter 2

Walk-through

This section details Julie's adventure through Eden, the swamps, and finally the cemetery and its challenges. Tips are included for passing Heavy Metal F.A.K.K.2's puzzles and defeating the challenging boss creatures.

Julie's Home

After concluding the conversation, explore the perimeter of Julie's home. Turn around and follow the path to speak with Balthazar. Watch the cutscene of Balthazar catching the shglik. Once finished, head up the stairs and into the left-hand door. Grab the water ampoule found between the machinery. Head through opposite door for another water ampoule. Return outside and approach the far exit door. From there, turn left and ascend the thatch wall. Traverse the ledge to gain a handful of power-ups, including health plants.

Return to the central structure and enter the doors to ascend to the second-floor balcony. Locate the two blocks against the wall. Pull the blocks to the right to remove them from under the overhang. Leap onto the blocks and onto the structure's ceiling. You can grab some health plants from up here if you've taken damage. Turn and face the tree branch and the water ampoule that lies beyond. Jump to the branch and grab the ampoule. Return to the structure or use the rope to descend to the ground.

Back in the perimeter of Julie's home, exit through the far door and approach the training room beyond. You'll be greeted and ushered into the training room via a cutscene.

Training

Once inside the training grounds, approach the glowing floor panel. Listen to the information provided by the instructor. You'll learn about the health and water bars, including the importance of water (fire and electrical swords depend on water, high water can increase speed and jumping ability, and water decreases





the amount of damage Julie incurs), use of weaponry, and combinations. When finished with the weapons training, enter the obstacle course and follow the instructions through the running, jumping, and climbing course.

When you're ready to move on, push the red button near the exit. Your instructor hands over a sling shot and your green sword. Run to the far door to exit the training area. Once outside, approach and enter through the door marked "Eden."

Talk with the man three times to hear the dialogue options. Remember this technique as you approach other non-player characters. Spot the crates on the ground. Move one of the crates to the wall on the left. Leap onto the crate, then jump onto the structure's roof and grab the water ampoule on top. Return to ground and proceed through area and grab the water ampoule at end next to the porch. Turn left down the road and speak with the couple, Margo and Zig, on the left. The conversation triggers a cutscene - apparently something is hitting Eden's planetary shield.

Continue down the road triggering a sequence where a large cow bursts out of a door behind you. The cow blocks the path back into the training area (though you can get by, if you wish). Keep moving down the road and talk with the man by the cart. Turn left down into the marketplace. Speak with the man by the large gate for a clue about your sling shot - he requests that you show off your accuracy. Use the sling shot to break the vases on the crates at the far end of the marketplace. After destroying several, grab the circle of protection potion.

Approach the staircase on the right. Crouch under the small fence adjacent to the stairs to grab a water ampoule. Ascend the staircase and hug the far wall to shimmy around and grab more water ampoules. Leap onto the pipe and shimmy over to snag the large water ampoule. Exit the Eden marketplace.

Enter the Lander's Roost at the end of the road. Speak with Tasha, who tells you Angus is downstairs. Explore Lander's Roost and speak with all its inhabitants. Go downstairs and approach Angus. He'll hand you some detonators. Watch the dialogue sequence, which is interrupted by an emergency. Apparently, something is attacking the creeper pens. Watch the cutscene. When you regain control, get the water ampoules from behind your position and ready your sword. Fight the pesky vymish. Don't stand still; keep moving and swinging to thrash the insect creatures.





Leap to the balcony to the right (if you're facing toward the road). Grab the health plants. Leap onto the clothesline and traverse the obstacle to the other side. Leap onto the roof and fall into the hole.

Creeper Pens

Fight off any vymish that approach. Notice the flashing bales of hay ahead - these can be moved. Your goal is to get into the creeper pens, which you can get into either by traversing the bales of hay or by destroying the green asteroid rock with a detonator.



You can ascend the hay stack and traverse the blockage from above.

If you traverse the hay, push the movable bales against the pillars of hay. After the lifter moves the top bale, leap onto the pillar and pull yourself up. Grab the water ampoules up here. Don't jump down. Continue over the bales until you spot a new area with more vymish. Fall down inside and fight the insects. You can





reach this same area by simply detonating the green asteroid blocking the path into these creeper pens.

Grab the health plants on the left and advance into the creeper pens. Fight off more vymish. Open and explore the pens for potential health items. You can also climb the cow to reach the girders over the pens. Approach the exit at the end and use the crank to open the door. Walk up to the man and the cows. After a brief conversation, more vymish attack. Snag the health by the trees if necessary. Once you fight off the vymish, open the door to the shed containing the hiding male and female (optional).

Approach the exit door with the crank. Before you head through, grab the large water ampoule to its right. Use the crank to open the door. Walk through and open each pen. Fight off the vymish and grab all the useful items. Once you have eliminated all the insects, approach Bessie to initiate the cutscene. During the dialogue, Julie falls through the floor into the insect hive below.

The "queen bee" resides in the center of the area. Don't even attempt to hack and slash against the mama - your sword won't be doing much against the durable beast. Health and water ampoules are scattered around the area; further, you can use the pillars and crates for limited protection as you run around and gather the power-ups.

To eliminate the vymish mama, plant detonators beside the four chunks of asteroid that surround the beast. Approach each asteroid when the vymish mama is facing another direction. Simply run around into each alley leading to the asteroid and plant the detonator and quickly escape. After each detonation, the vymish mama releases some vymish. Make sure you have the sword equipped in your right hand and the detonator in your left; after using the detonator, you can attack with the sword to fend off the vymish attacks.

After you have planted all four detonators against the asteroid chunks, the vymish mama explodes, and the creeper pens are safe. Watch the concluding cutscene and prepare for the next area.

Eden Marketplace

Walk forward and pick up the small asteroids from the ground; these can be used in your sling shot as explosive ammunition. Otto's workshop is to the right. Approach the door and watch the brief cutscene - apparently Otto isn't there. Turn around and walk to the man talking to the girl by the fountain. Watch the





dialogue sequence with Aesop. Be sure to grab the health scattered about as well as use the Eden waterfall on the right to replenish Julie's water supply.

Follow the path to the left and talk with the man on the communicator with Gabriel. He's going on and on about his big fan. Continue through and approach the market on the left. Speak with Alexis, the woman at the market, and grab the red health vial she leaves behind. You can access the red potion from your inventory and use it to replenish health when you need a refill. Follow the road and encounter some vymish. Equip your green sword and slash the insects to bits. Keep moving and don't let the vymish swarm you.

Turn right and speak with the two men. Spot the table by the first man. Leap onto the table and then onto the hanging block. As you pull yourself up on the hanging block, it starts to drop. Quickly leap onto the ledge (if you hang on the ledge, just pull yourself up). On top of this structure, you'll find the electrical repulsion shield. Talk with the man up here as well. Drop back down and leap onto the step near the second man. Hop up to the water ampoules.

Follow the road around (snag the health in the alleyway). A girl runs out ahead. Approach to trigger the conversation with the young girl. Enter the alcove on the right (the girl just came out from there). There are several downed asteroids here; some shglik approach and get mutated. These new, darker shgliks toss rocks like your sling shot. Dodge and weave their ranged weaponry and slice the shgliks with your sword while protecting yourself with the repulsion shield.

Don't leave the alcove after you've cleared out the shglik. Spot the small shed in the back. Leap onto the shed's roof by using the adjacent rock formation. Once on the roof, turn and face the opposite structure - spot the pistol! Run and jump to the far structure. Walk over and pick up the pistol. After dropping down, you'll also find a water ampoule to the right of the structure.

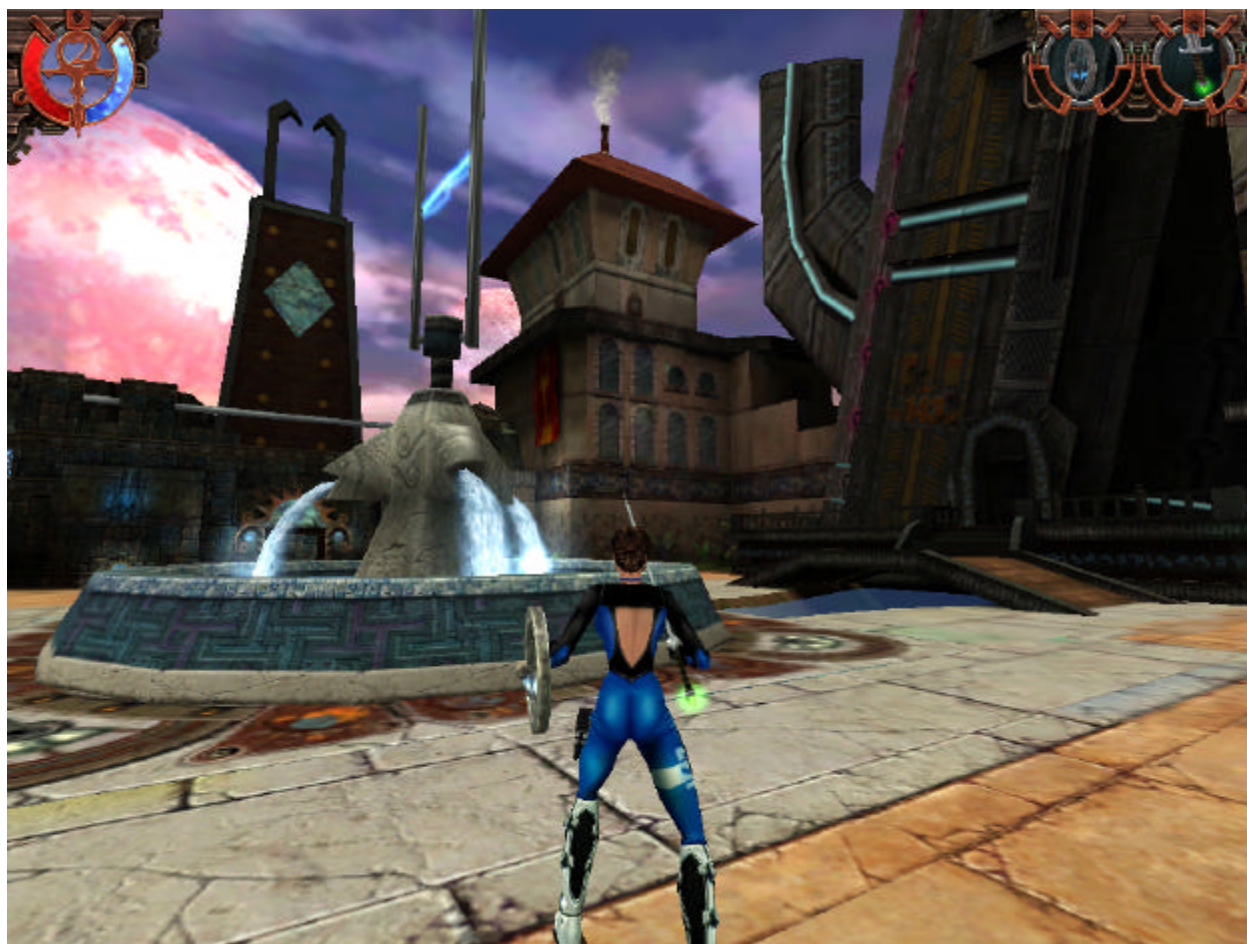
Exit the area and continue down the road. Speak with the man on the left. He mentions that his shglik have escaped. Spot the three shglik scattered around the area. Just as you did in the training, use your sling shot to stun the shglik, then pick them up by using the "use" key. Toss them into the pen. Once you have returned all three shglik, the man presents you with an ammo reward. Continue through the archway and into the next section.





Town Center

Fend off the vymish that attack upon your arrival into the town center. Talk with the man and use the waterfall to replenish your water supply. Speak with the two men at the end of the road - it's Otto, and he's showing off his new crossbow with some target practice. During the cutscene, Julie shows Otto the strange, green asteroid rocks. When it completes, continue down the road and defeat the shglik mutated by the green asteroid. Turn down the ramp and approach the large fountain. Spot the girl you bumped into moments ago. Approach and watch the cutscene of Julie spotting the flesh binder.



Locate the small girl in Eden's town center.

Talk with the men in the area and grab the large water ampoule from the small niche to the left of the large building. Enter the cathedral; it's where the girl headed. Talk with the priest on the pulpit. Exit the cathedral and enter the first alley, closest to the entrance to this fountain area. Descend the ramp and speak with the woman. Enter the alcove beyond and defeat the mutant shglik. Cut the





rope on the scaffolding and watch it rise. Use the stairs on the left to leap onto the block and into the alcove on the top of the structure. Grab the large water ampoule and speak with the man.

Before you leave, you can also find the hidden fire sword. Though you will obtain the item later in the game, it's quite useful to gain the powerful weapon here. To get the fire sword, cut the rope on the scaffolding so the platform rises. Use the stairs on the left to leap onto the block and into the alcove on the top of the structure. Jump onto the scaffolding and pull yourself on top. Turn left and leap to the ledge along the wall. Walk right to the end of the building. Turn right to face the building across the way. Inside a small niche, you will spot a red sword. Run and jump to the sword to gain the new weapon.

Now, proceed into the second alley. Walk down the road slowly and prepare for a huge battle against vymish and mutant shglik. Grab the large water ampoule in the niche by the door on the right. You must drop down from the rocky staircase. Once down, crawl through under the staircase and emerge back into the area. Grab all the other items in the area to replenish health or water. Speak with the man. There's a vial of Eden water on the shed. Acquire the vial by jumping to the shed roof from the slanted girder adjacent to the shed.

Return to the fountain and speak with the couple there (they weren't there before). Watch the cutscene and the conversation with the blind man. An asteroid crashes into the town center, and Otto arrives with others. He informs you that you must reactivate the shield. Otto hands over the crossbow and orders the men to accompany you down into the Eden underground.

Eden Underground

Follow your new sidekicks through the watery passage. Continue to the cutscene - your sidekicks certainly didn't last very long! An unseen force pulls under your pals, and Julie soon follows them. When you regain consciousness, you're trapped by a crystal in some underground lair. Your weapons are scattered with only the crossbow in sight. When you regain control, Julie will have recovered the crossbow, and you must battle the gawlix. Pump the gawlix full of crossbow bolts as you dodge, weave, and jump to avoid its attacks.

Snag all the health, water, and ammo scattered around the lair. After defeating the gawlix, jump onto the rope and ascend. Use the forward and back keys to swing the rope; press the use button to leap onto the ledge. Kill the stationary lymphorn with your crossbow. Jump to the next rope and descend. Continue





down into another lair with two lymphorn and two grawlix. Take your time and use the structures as protection against the lymphorn's ranged attacks. Remember, you only have the crossbow, so you can't repel attacks with the shield.

There are two ropes in the center of the room. Ascend the longest rope to the central pillar. Grab the health on top. Leap to the second rope and ascend until you spot the small ledge containing your other weaponry - your sword, shield, pistol, and so on. Return to the ropes and leap to the central pillar. Once on the pillar, jump to the flashing boulder blocking passage into the next area. Equip your green sword and use the sword on the boulder. Watch the cutscene of Julie moving the large rock. Proceed through the passage and into the next chamber.

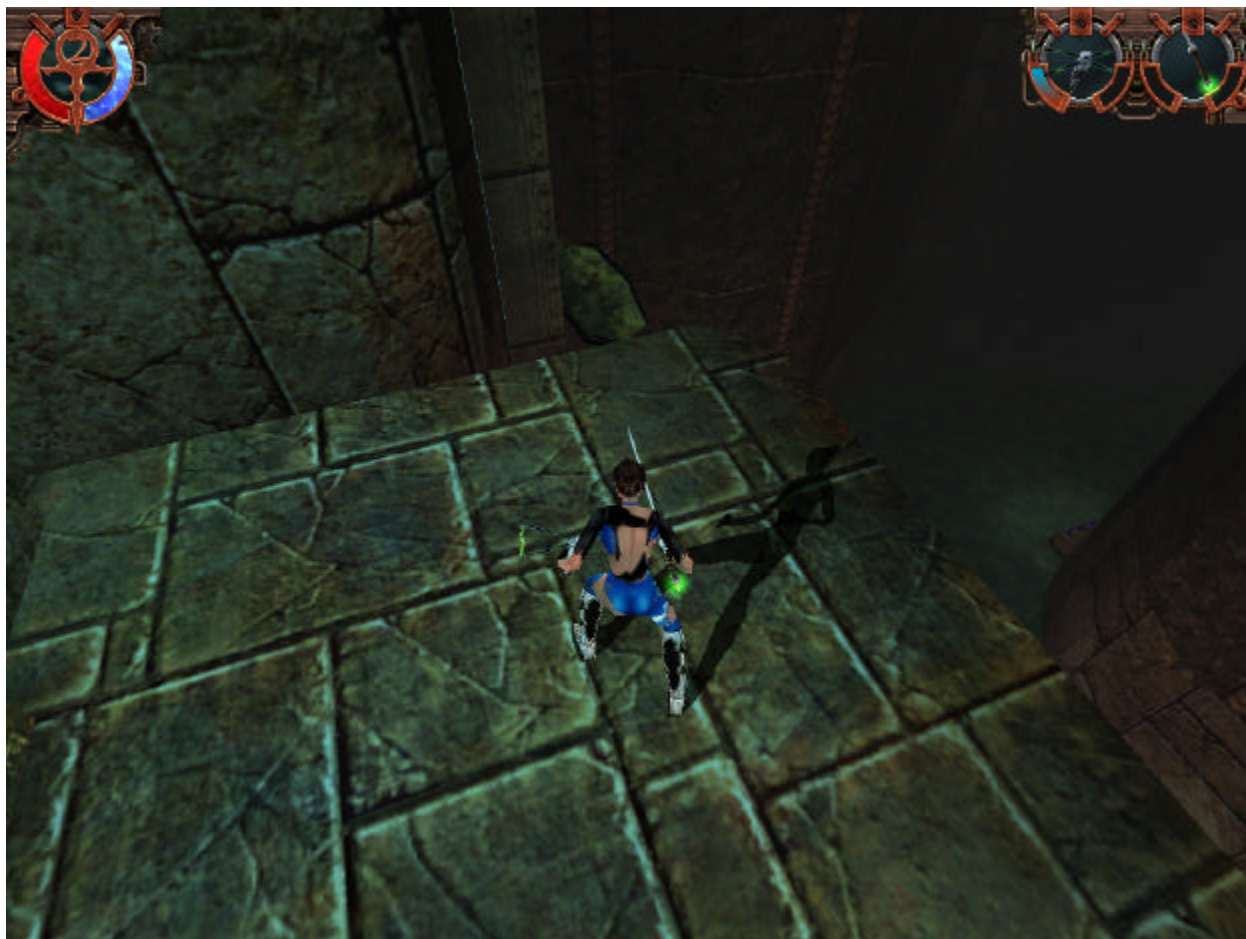
Cross the pipe by leaping up to the pipe and using the directional keys to move to the other side. Drop down, then use the rope to descend into the room below. Defeat the mutant shglik with your sword and shield combination. Grab the plentiful health here. Exit through the only available passageway. Open the door at the end. Fight the grawlix in the next room. Be sure to grab all the water ampoules; there are many here as well as health plants to regenerate any of Julie's wounds.

Continue to the end of the area and push the red button; it opens a small passageway at Julie's feet. Crouch and crawl through the passage into a sewer tunnel. Drop down and grab the ammunition and water ampoules. Enter the large chamber ahead. A rock falls on the far side of the room and two grawlix enter as well as some vymish. Follow the passage around, collecting power-ups as you move. Fight off another grawlix and some vymish. Pull yourself up over the ledge (containing the water ampoules) and follow the sewer tunnel. Drop down the waterfall and into the next area.

Eden Sewage

Walk forward until you're at the left turn. Defeat the lymphorn to the left, but quickly turn around - there's a grawlix behind you! You must also deal with some vymish that swarm in. Defeat all the beasts, then press the red button against the left wall. This extends the bridge overhead. Turn to the right and face the ascending platforms. Leap onto the platform, turn around, then leap to the extended bridge. You must work quickly because the bridge automatically returns to its initial state within moments. If necessary, just press the button again to extend the bridge once again.





Jump onto the platforms moving up so you can reach the bridge above your position.

Cross the bridge and grab the loot from the area. Turn right into the small alcove. Pull the lever and observe how the rotating mechanical arm (complete with Julie-size platforms) begins moving. Walk over to the ledge and jump onto the platform at the lowest point - snag the large water ampoule from the small niche. Right the platform up. At its first major stop, you can leap off and grab some water ampoules if you wish.

The destination, though, lies at the top of the rotating arm. When you reach the top, spot the moving platform ahead of you. When it stops close to the rotating arm, jump on top of it. Turn right and spot another moving platform pushed against the side of the platform you're standing on. Leap to it and over the bolt of electricity. Snag the water ampoules here. Drop down into the next room. Kill the lynchorn inside. Push the button activating the platforms, which look like pistols, in the room.





Leap up to the first pistol. Once it reaches its lowest point, jump on top. As it rises, wait for the adjacent piston to descend to its lowest point. When it does, jump on top. If you stay on the first piston too long, you will be squished. Traverse the three pistols and leap up to the far walkway and grab the F.A.K.K. axe.

Pull the nearby lever and traverse the monkey bars on your right. Enter the door and kill the grawlix (using the axe for an easy kill). Proceed through into the next section; you'll find a spiral staircase of platforms that rise and fall. Wait for the pattern to begin at the lowest step, then start jumping to each until you reach the top. Once at the top, walk through the doorway and into the next area.

Eden Shield Generator

Go through the door and onto the metallic walkway. Defeat the vymish before walking out to the catwalk. Avoid the blue steam that shoots out from the central structure - it's quite damaging! Lynchorn adorn four sides of the room. Take them out with your crossbow. Use the button to ascend the lift. You'll find more lynchorn up here; simply defeat them with your crossbow.

The shield generator possesses four colored crystals that must be aligned correctly. Aligning the crystals reactivates the shield generator. You'll know you have aligned the crystal correctly when its beam turns the same color as the crystal; further, a voice announces, "Crystal aligned." Move behind each crystal and spot the wheel valve. Turn each wheel valve until you have aligned the respective crystal. Once all the crystals are aligned, go through the opened door. Snag the health and ammunition and press the button at the end. Watch the concluding cutscene as a ship destroys the shield generator. Julie quickly returns to Eden as her friends are in danger!

Eden Market Under Siege!

Run out into the Eden market. A brief cutscene depicts the alien ship overhead as well as a distressed female greeting Julie. Unfortunately, a powerful flesh binder arrives and terminates the female. When you gain control, avoid the flesh binder's firepower and grab the large water ampoule to the right. Continue right down the road until you reach the house where you caged the three shglik. Jump to the rope and ascend. At the top, snag the forearm armor.

Enter the door and kill the happy masks. They shouldn't pose much of a threat; simply use your sword in combination with the crossbow or pistol. Go forward





and outside onto the overhang. Turn left and spot the pipe connecting this side and the far side. Leap up to the pipe and traverse the pipe to the other side. Drop down and spot the moveable block. Push the block against the wall. Leap onto the block and pull yourself up onto the higher ledge.



Use the pipe to cross the dangerous Eden streets.

Go around to the right and spot the block positioned just over the glass ceiling. Push the block onto the ceiling; the ceiling breaks, providing passage inside. Drop down into the hole and into the room. Grab the ammunition scattered around. Exit outside and defeat the happy masks that appear to the left. A flesh binder also appears behind you and just to the right. Defeat or avoid him and enter the room from which the flesh binder came. Inside, you will find a large water ampoule and some health plants.

Continue down the road and spot the two flesh binders at the end. Don't attempt to take them on yourself. Instead, return to the large shelves on your left (just before the structure on your left). Leap onto the shelves. Simply jump and pull





yourself up. From the top of the shelves you can leap onto the structure on your left. Once you are on the top, walk to the end and spot the flashing girder beams. Use your action key on the beams to push them off and onto the flesh binders below. Leap down and continue down the road to the left.

As you approach the fan, a flesh binder starts to chase you. Spot the lever on the left; it's connected to a rope, which is connected to the fan. Use the lever to drop the fan on top of the flesh binder. Resume your course down the road.

Turn the corner and defeat the happy masks. Continue to the right and approach the man and the recruiter. You can't do anything to save the enthralled man - nor can you inflict damage onto the recruiter! Instead, approach Otto's door. You may have tried this door earlier, and it wouldn't open. Use your action key on the control panel, and the door will, reluctantly, open.

Otto's Shop

Walk inside Otto's shop to the door at the end. Open and notice the devastating flame jet inside. You can't simply run past this obstacle. Back out and notice the vent shaft to the right of the door. Crouch and crawl through the shaft until you emerge on the opposite side as the flame jet.

Enter the door on the right. Pull the lever at the end of the room to activate the claw mechanism. Using the lever also ushers in some happy masks. Defeat them with your sword and pistol or crossbow combination. Walk over to the claw mechanism and push the button. The claw will move over to the object in the liquid; the claw stops over the object. Push the button again, and the claw will grab the object and move it over to the floor panel near Julie's feet. With the object on the floor panel, a secret passage opens to the left.

Walk inside the passage and snag the over and under shotgun, the uzi, and the health and ammunition scattered about. Press the button in the room to raise the nearby lift. Watch the cutscene, as Julie descends the lift and speaks with Otto. He'll tell Julie about the aliens' sinister plan. Julie must traverse the swamp to complete her next objective. Once the conversation concludes, get on the lift and press the button. Leap onto the moving pistons to the left and continue through the open passage.





Town Center Attacked!

Julie emerges from the tunnel and spots a new costume and a fire sword. Julie automatically changes into her new duds. Snag the fire sword and exit the door. Defeat the happy masks overrunning the town center. Your only available exit is through the cathedral to the right. Enter the cathedral. As you approach the pulpit, the patrons inside turn into happy masks. Defeat them with your fire sword and uzi combination. Enter the door at the end; it's to the left of the pulpit.

Inside, you'll find a flamethrower and some large water ampoules. Get them and clear out any remaining happy masks that enter and attack. Enter through the next door and speak with the familiar little girl - it's Ariel! Unfortunately, she starts morphing into an enemy creature. She flees the scene, but the creature stays. It's a new boss: the soul harvester! Don't attempt to use bullet-based weaponry or even your standard sword - you need flames! Use the fire sword or, better yet, your newly acquired flamethrower! Circle strafe around the soul harvester and pump the boss full of flames.

Once the soul harvester goes down, watch the concluding cutscene. Julie exits the large gate automatically and appears in the next section.

Outskirts of Eden

Snag the gas ammunition (for the flamethrower) and the health on the right. Follow the left path and kill the mutant shglikek ahead. Be sure to snag the health and water on the left if necessary. Continue down to the right and approach the bridge; you'll spot a man on the bridge waving his arms wildly. As you approach the man, a bolt of lightning strikes the bridge and the man - destroying both! The bridge is no longer an option. Kill the nearby lynchor and spot the sign marked "Dead Man's Curve."

Holster your weapons and place your back against the right-hand wall. Push the back directional key to perform Julie's "hug wall" maneuver. Shimmy across the small ledge to the other side. Continue down the path and terminate another lynchor. Turn toward the chasm and spot the upstream wind - it periodically blows the leaves high and above your position. Jump onto the upstream wind and float up to the next highest ledge. You can also use the climbing surface if you desire.

Fight off the vymish insects and shoot the flashing log. If you wish, return to the upstream wind and use it to float up to the ledge, hugging the right-hand wall.





From here, you can snag some larger water ampoules and ammunition. Return to the platform and drop down to the other side, where you'll spot the bird nest. Other birds are flying around and will nose dive into Julie if you're not careful. Avoid them as they swoop down. Even if you kill them, others will return; so attempt simply to avoid them and don't waste ammunition trying to eliminate the pests.

Use the climbing surface to reach the next ledge. Terminate the lynchorn here. Leap to the next climbable surface and continue up. Arrive at the sign marked "Watch for falling rocks" and spot two ways to the next platform. You can either drop down to the water ampoules or use the ledge along the right wall to shimmy over. Both top and bottom routes contain a lynchorn.



Careful exploration will uncover large water ampoules and ammunition.

Leap to the upstream wind and float over to the next path. Continue and snag the rocket launcher. You can also float to the platforms above the rocket launcher and use the climbing surface to reach a stash of rocket ammunition high above

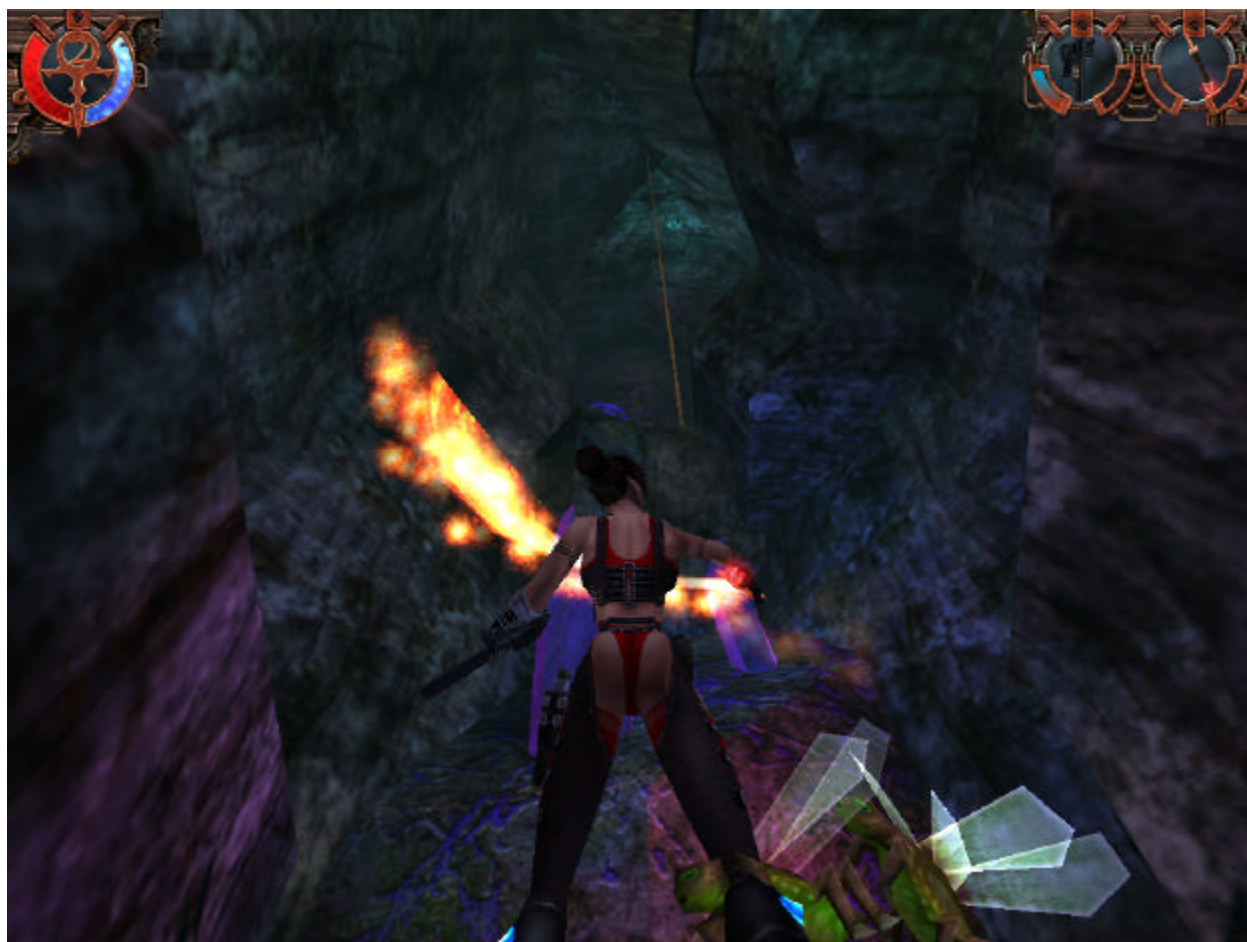




the path. Continue into the cavern; once the path curves to the left, you will encounter several grawlix. Use heavy weaponry to eliminate them quickly to minimize damage to Julie. Collect any health and water scattered around.

Proceed inside the cavern and listen for the sound of the boulder dropping behind you. Move out of the way; the boulder will crash into the far wall. Don't approach just yet - the boulder then slides and crashes into a blocked opening on the other side of the room. The weight of the boulder busts the blockage, letting Julie pass.

Continue into passage and fight off the vymish insects and the grawlix. Snag the large water ampoule on the right. Go left and kill the lynchorn. Leap to the left and pull yourself up. Leap forward to the ledge. Turn left and pull yourself up the ledges. Look out for the grawlix on the left. Snag the ammunition from its vacated lair and prepare to fight one more grawlix. Continue past the dead creatures and leap up to the rope.



Ascend the rope and snag the health and water power-ups along the way.





Ascend the rope and grab the health and water power-ups. Leap to the small stairs with the narrow tunnel that curves left. Emerge outside. Grab the asteroid rocks scattered about. Turn right to the upstream wind. Jump across and continue down the path into the next area.

Eden Cliff Side

Turn around and grab the health behind you if you need replenishment. Start forward up the tunnel, but prepare yourself to fight the grawlix that charges down. After defeating the beast, resume course up the tunnel and to the right until you enter a large chamber and spot the large, moving claws. These claws pose as obstacles through the section and can pummel Julie if you make a mistake as you pass. Watch as the nearest claw annihilates the grawlix that happen to wander in its vicinity.

Time your movement carefully around the claws. Approach the first one and notice the climbing surface to the right - it's on the wall where the claw touches the surface. Leap to the climbing surface when the hand is retracted. Climb up and pull yourself up to the next ledge - but avoid the claw here! Run past the next claw and leap over the gap. Run to the end and turn right. Leap and time your pull up to match the interval of the claw. Just wait patiently until there's a brief lull in the claw's attack.

Kill the lynchorn ahead. Run to next two claws and time your leap across. Ascend the ramp path and take the first right. Follow the tunnel and drop down (get the health as you go). Here, you'll find a boss creature surrounded by pesky vymish. Pummel the boss with rockets, shotgun, flamethrower, or any available ranged weaponry. Circle strafe quickly to avoid the boss creature's tongue attack. Keep the sword handy to fend off the vymish. The boss should fall quickly to high-powered attacks.

Ascend the ledge at the far end, behind where the boss creature started its assault. Leap to the climbing surface and shimmy to the ledge. Follow the tunnel until you arrive at the overlook. Kill the lynchorn from above. Drop down and turn left. Spot the ledge. Grab and get up to the next ledge. Follow it to the large water ampoule and gas can. Return to the right and kill the lynchorn across the gap. Leap across with a running jump. You'll spot jumpable gaps forward and to the left. Going forward takes you to some health, while heading left leads you to your eventual goal. Both contain lynchorns, so eliminate them before you cross.





Leap across to the left and head down the ramp until you arrive at the opening. There's a claw to the right, so be careful when you exit and attempt to grab the health plants. Turn and head left. As you move through the area, claws will emerge and take a swipe at you. Avoid them by moving slowly and spotting them in their niches. Pass on the opposite side of the claw opening. Continue to the end and grab the rocket ammunition ahead. There are also two grawlix on the right. You can choose to fight them or, better, leap onto the ledge and let the nearby claw pick apart the hapless grawlix.

Once on the ledge, turn around and face the area you just passed. Start ascending the ledges leading up. Jump to the climbing surface and avoid the claws as you pull yourself up. Pass the claw dangers and walk out to the plateau. Kill the lynchor on the right. Drop down to the ledge on the right and watch the cutscene of the sucknblaugh plant eating its prey. As witnessed in the cutscene, it's wise to avoid these venus fly trap-like creatures.

Continue toward the bridge. Happy masks arrive; you should make short work of the weak creatures. Grab the gas ammunition ahead and cross the bridge to the left. A boulder breaks the bridge after you cross. Drop down to the ledge on the right and snag the gas, other ammunition, and health. The climbing surface to return up to the ledge lies behind the sucknblaugh plant. Use your sling to stun the shglike and toss it into the sucknblaugh plant. Once the plant's mouth is closed, leap to the climbing surface and ascend.

Follow the stream to the end and face a soul harvester. Defeat the beast and return near the bridge to gain the soul sucker. Use this weapon to gain water from your enemies. Happy masks also appear in force; defeat them. Walk back to the end of the stream and notice the green asteroids now lying at the base of the blocked passage. Equip your detonator and drop one adjacent to the asteroids. Back off, and the resulting explosion opens the path. Drop down the waterfall.

Walk forward and watch the cutscene, as Julie greets the enormous swamp creature. Julie pulls the small shield from the creature's foot. In return, the creature escorts Julie to the next area - the swamp!

Mooagly Swamps

Pick up the new sling shot ammunition ahead. From here, you can go in one of two directions - either forward or backward. Both lead to the same area as the entire swamp circles around into itself. Let's go backward first, though, to acquire





a new weapon. From the start position, turn right and around and walk through the tree stump. Kill the lynchor on the left and approach the chainsaw sword floating on the stump. As you approach, two new enemies, the dark creepers, approach and attack. Climb onto the stump and snag the chainsaw sword; it's two handed and uses gas as ammunition.

Annihilate the creepers and search the surrounding area for health plants and other power-ups. You'll find other new enemies scattered about, gassyerasses. Getting close to the gassyerass could cause pain, as the creature releases a poisonous cloud of toxic gas when touched. Shoot the gassyerass from a distance to avoid its defensive attack.

Continue forward and explore. Notice the flashing log ahead. Kill the two lynchor across the water. Jump to the large water ampoule and head right over the lily pad to the ammo and health power-ups. Jump to the stump. Your eventual goal lies here. You can explore around and grab the gas can ammunition and other goodies. If you wish to continue past, you will eventually circle around to the level's start position. A flashing rock along the left hand wall can be shot; the rock falls off and destroys a stream of gassyerass below.

Your goal lies in the area around the stump. Walk around the side of the stump and watch the cutscene of the shglike dipping into the sucknblaugh juice then into the plant. While coated in the juice, the sucknblaugh plant won't find the shglike (or you) appetizing and spit you out. Dip yourself in the juice (just wade through) and hop into the plant's mouth. You'll be shot to the platforms out in the water. Go into the next plant and repeat until you're shot back to a different, higher part of the stump.

Traverse this section of stump and leap to the two lily pads below. Jump to the platform and spot the lily pads leading to the left and right. Head over the left lily pads to grab a vial of health potion. Proceed over the right lily pads. Avoid the obstacles and follow the pads to a new path. Snag the rocket ammunition on the left and the ammo and health plants from the right. Watch out for the flaming bird attacks (destroy them as they get stuck into the ground). Continue forward into the large clearing and fend off the happy masks. Enter the tunnel and follow as it curves around. Eliminate the lynchor and grab the gas ammunition for your flamethrower or chainsaw sword.

Leap over the water and battle two dark creepers, a nearby lynchor, and an attacking vine. If the vine grabs you, shoot the creature's mouth area to free yourself. Collect all the health and ammunition scattered about. Spot the dark





creeper emerge from the narrow tunnel ahead. Defeat the creature and enter the tunnel to complete the section.

Deep Mooagly Swamps

Start walking forward and avoid the gassyerass and terminate the dark creeper from the left. Continue to the right and fight off the dark creeper and nearby lynchorn. Proceed forward and follow the curve to the left. A small niche on the left contains some health; pick up the asteroid rock ammunition just beyond. Turn and head right, avoiding the gassyerass. Approach the series of ledges. Eliminate the dark creeper that approaches from the top of the ledges; you'll also spot a lynchorn that requires elimination. Leap across the ledges to what appears to be a fallen statue.



Clear out the dark creeper, then traverse the ledges.





Turn into the mouth opening on the left. Drop down and use the lever at the bottom. You'll watch a cutscene of one of the trees outside in the swamp opening. Watch out for the grawlix attacking from behind. Use the crank in the room to lower the nearby lift. Get on and ride up. Upon exiting, use the lilies on the right to pass the sucknblaugh plant. Wade through the juice and use the plant to return to the ledges. Return to the start position and explore the left shoreline to locate the newly opened passageway.

Enter and press the button. Ride the lift; when it stops, exit to the catwalk. Walk around the catwalk and snag the new outfit and the second uzi and ammunition. Turn around and use the lever at the end of the catwalk. You'll be shown a cutscene of a log lowering into position. Return to the elevator and use the button to return to ground level. Battle the two dark creepers. Follow the water on the right until you reach the log shown in the cutscene. Clear the gassyerass from the path and go through.

Avoid the gassyerass on the other side and a nearby dark creeper. You'll reach a sucknblaugh plant blocking passage around to its right. Notice the flashing log and shglike above the plant. Shoot the log with your sling shot, dropping the shglike into the plant. With the plant closed, pass the sucknblaugh on the right side. Avoid the claws, continue forward, and leap up to the top ledge. You'll find a shglike up here. Stun the shglike with your sling shot and pick the creature up. Drop the creature into the nearby plant. While it's feeding, pass by and around the claws into the next area.

Swamps Confrontation

Grab the nearby health and move forward; continue around to the right. Watch out for the dark creeper behind. Continue forward and leap to the rope, avoiding the trap below. Ascend the rope and swing to the left. Leap and grab the area's first tiki rune. Leap back down to the ground. There are two more tiki runes in the area.

You'll find the second tiki rune up a far tree. You'll face more dark creepers and lynchorns as you approach. Locate the tree on the opposite side of the area that bears the spiral root leading from the ground up to its higher branches. Follow the spiral root up until you reach the second tiki rune placed just under the monkey bar crossing.





Ascend the rope to avoid the spike trap.

After grabbing the rune, leap onto the monkey bars and make your way across to the opposite tree. Leap onto the nearby structure's roof and drop down inside the building. Pull the lever to open the trap door. Head down and grab the knee armor. You'll hear some ominous sounds outside. Climb out of the trap door and exit the structure; watch the cutscene showing off the dock and small raft.

To get the third tiki rune, return up the spiral root and cross the monkey bars again. Instead of leaping onto the roof, though, turn left and spot the swinging log. When it swings into range, leap to the log and then to the branch holding the third and final rune.

Now, you must place all three tiki runs at the base of the three tiki heads. Locate the three heads out in the water. Use the ledges to jump out to the platforms leading to the heads. Approach the base of each head, and Julie automatically drops the tiki rune. Once the sequence is complete, snag the horn of conjuring that appears between the tiki heads.





Locate the dock shown in the cutscene (as you exited the structure). Walk out onto the raft to arrive at the swamp's boss location. Here, you'll face off against the shkynerpad.



Place all the tiki runes at the tiki heads to gain the horn of conjuring.

Circle strafe around the path surrounding the shkynerpad and target the arms protecting the central area of the creature. The creature's weak spot lies in this central area - shoot for the eye-like area. You must knock out some of the outer arms protecting the eye. Use your best weapon to clear out the arms. Once you expose the eye, use your shotgun or double uzis to pummel the shkynerpad's weak area. Keep moving to avoid the creature's outer projectiles. Defeating the boss creature clears the area.





Billy Goats Gruff

Walk forward and prepare to fight two dark creepers that approach from either side. Snag the health plants from the right. Before you move onward, return to the ramp at the map's start position. Leap to the ledge along the left wall and pull yourself up. Walk to the top of the platform and grab the vial of health. Jump out into the rushing water; don't worry, you won't drown. Follow the water and avoid the attacking vine and dangling gassyerass.

Jump up to the first alcove on the right. Kill the lynchoron here and snag all the health plants. Continue down the rushing water and defeat the dark creeper ahead. Spot the next alcove on the right. Kill the lynchoron and the gassyerass on the step; leap onto the step and pull yourself into the alcove. Snag the red tiki rune. Jump back into the rushing water and leap to the ledge on the left. Kill another lynchoron and pick up all the goodies scattered about. Approach the tiki head, and Julie will automatically place the tiki rune. The nearby gate opens as a result.

Proceed through the opened passage and spot the first alcove on the right. Kill the lynchoron, leap up, and grab all the ammunition and health. Dark creepers drop down into the water. Fight them off and continue to the alcove on the right. Grab the tiki rune here. Leap over the rushing water to the alcove on the left. You may land in the water; simply swim to the ledge and pull yourself up. Grab all the ammunition and approach the tiki head. Julie will automatically place the tiki rune, which opens the nearby closed gate.

Continue down the rushing river and stop at the first alcove on the left. Fight off the dark creeper and lynchoron. Get up onto the ledge and grab the gas ammunition and tiki rune. Swim over to the tiki head and place the rune on the head as you have done before. Observe the gate opening ahead. Proceed through the gate but don't leap off of the waterfall. Instead, walk around to either cliff edge and trigger the cutscene of Julie jumping off the cliff into the water below.

Julie emerges on the beach surrounded by dark creepers. An ominous noise from a small hut, however, destroys the creepers. Gruff, who makes his home in the swamp and is the creature Julie seeks, rescues Julie from the beach. Watch the cutscene of Julie's conversation with Gruff and her desire to seek out the Heart of We. Gruff gives Julie the powerful chaingun and escorts her into a series of challenges.





We Cemetery (First Time)

You emerge inside the We cemetery, which contains several different doors, most of which are locked, that lead into the different challenges. Your first goal should be to avoid the flaming birds that nosedive to your position. Terminate the birds as they get stuck into the ground; your newly acquired chaingun should do the trick. Explore the area. You can reach several large water ampoules through thorough exploration.

For instance, head forward and to the far right side of the arena. Leap into the niche housing the large water ampoule. Follow the hall into a back room. Grab the shoulder armor back here. You'll also find two more large water ampoules left of the cemetery's start position. One can be found along the left wall; locate the climbing surface and ascend. At the top, snag the gas ammunition, health, and the large water ampoule. The second can be found on the far side. Leap to the column and then to the ledge to gain the large water ampoule. Explore the right side of the arena and hit the floor switch. Walk out and grab the electric sword between the two statues.

After you have explored the area, locate the stairs on the far right side from the start position. Go through the door that opens as you approach. Enter the misty room. Explore the left and right catwalks to gain ammunition. Walk to the transporter in the middle of the room to enter the first challenge.

The Wind of Spirit

Face off against dark creepers as you enter the first chamber. Snag the power-ups resting around the room. After you clear the creatures, a statue lowers near the start position. Proceed past the downed statue and leap to the circular platforms for ammunition. Watch out for the vymish that attack; use your newly acquired electric sword. Shoot the lynchor nearby, leap onto the walkway, head past the second lowered statue.

Enter the room and attack the ghostly grawlax that attacks from the left. Grab the health and ammunition power-ups and observe the statue lowering ahead. Walk past the statue and fight off the vymish and the lynchor below you and another across from you. Before moving forward, explore the secret alcove to the right. Shimmy across the ledge and under the obstacle. Pull yourself up, defeat the lynchorns, and snag the power-ups and water ampoules.





Return to the ledge and leap across. Pick up the health and ammunition. Turn right and face the platforms. Leap across the platforms and pause between each leap to fight off the attacking vymish. Continue across the platforms to the ledge with a lynchor. Defeat the creature and continue on into the hallway. Pick up the health. Return to the platforms and turn left to the structure. Jump onto the steps, turn left immediately, and face the ghostly grawlix. Enter the alcove beyond and pick up the health and one large water ampoule to the left. Watch out for additional creatures, including two dark creepers.

Enter the door into the structure. Prepare to battle vymish and a large bug on the right. Use circle strafe techniques, along with your electric sword, to defeat the bug quickly. Grab the health from behind the large bug. Follow the right side of the room and leap over the gap. Approach the large staircase and kill a second large bug; use the same technique of circle strafing with the electric sword. You can ascend the stairs if you wish, but your first goal lies elsewhere.

Notice the two large flashing blocks that flank the staircase. Choose the one on the right first. Push the block closer to the right-hand wall. Leap onto the right-hand ledge, jump onto the block, and then jump onto the higher ledge containing rocket ammunition. Turn right and start heading back to the area's start position - only this time, you are using this hidden walkway.

You'll find many power-ups and goodies on the walkway, including water ampoules and ammunition. Leap across the gaps or use the climbing surfaces to pull yourself up. At the end of the walkway, turn left and notice the hole in the floor. From here, you can drop down into a puzzle room that lies beyond a locked door. Approach the wheel valves.

Your goal is to turn each valve so its respective wheel (beyond in the small room) adjusts so the large bolt can pass through each slot. The best way to solve the puzzle is to use the middle and right side valves to align the middle and right side wheels perfectly. Then, you can use the left valve to adjust the left wheel (it only moves the left wheel) until all three are lined up perfectly. After you turn each valve, be sure to back up into the room so you aren't squished by the descending platform. Solving the puzzle activates one of the wind masks that flanks the staircase outside the room.

Exit the puzzle room and return to the staircase. As you turn right and start your way back to the flashing blocks, the floor crumbles beneath you. Be careful and make the leap over the new gap. You must also jump when the wind mask isn't blowing, or you will be pushed backward. Push the left flashing block close to the left wall. Leap onto the ledge, onto the block, and then onto the higher ledge.





Follow this hidden walkway back toward the start position. Collect all the water ampoules and ammunition you find. When you reach the end, turn right and spot the hole in the floor. Drop down into the second puzzle room.

You'll find this puzzle much easier. Locate the buttons on the right side of the room. Push each button, but you must avoid the bolts of electricity that appear between each button. Time your advance against the button carefully and avoid the bolts. Once all three buttons are pressed, the machine activates the second wind mask flanking the stairs. Also, you'll watch a cutscene of an object appearing near the statue at the top of the stairs.



Approach the statue to acquire the stone and complete the area.

Exit the door and turn left toward the stairs. Leap over the gaps; time your jumps to avoid the wind from the mask. Ascend the staircase and pick up the object; the masks outside the structure begin to emit wind. Descend the staircase and stand in front of the right-hand mask. Leap up as the wind blows, and you will quickly





float to the top of a block containing a vial of health. Jump down and exit through the far door.

To get back over the platforms, you must use the wind again. Stand in front of the right-hand mask and jump once it emits wind. Float over to the far door and enter the next area - back to the cemetery!

We Cemetery (Second Time)

You'll emerge back in the We cemetery, ready to enter the next challenge area. First, though, you must contend with happy masks and ghosts! Defeat the enemies and explore the area for more ammunition and power-ups. When you're ready, traverse the cemetery to the blue temple. Walk through the doors and onto the transporter in the middle of the room.

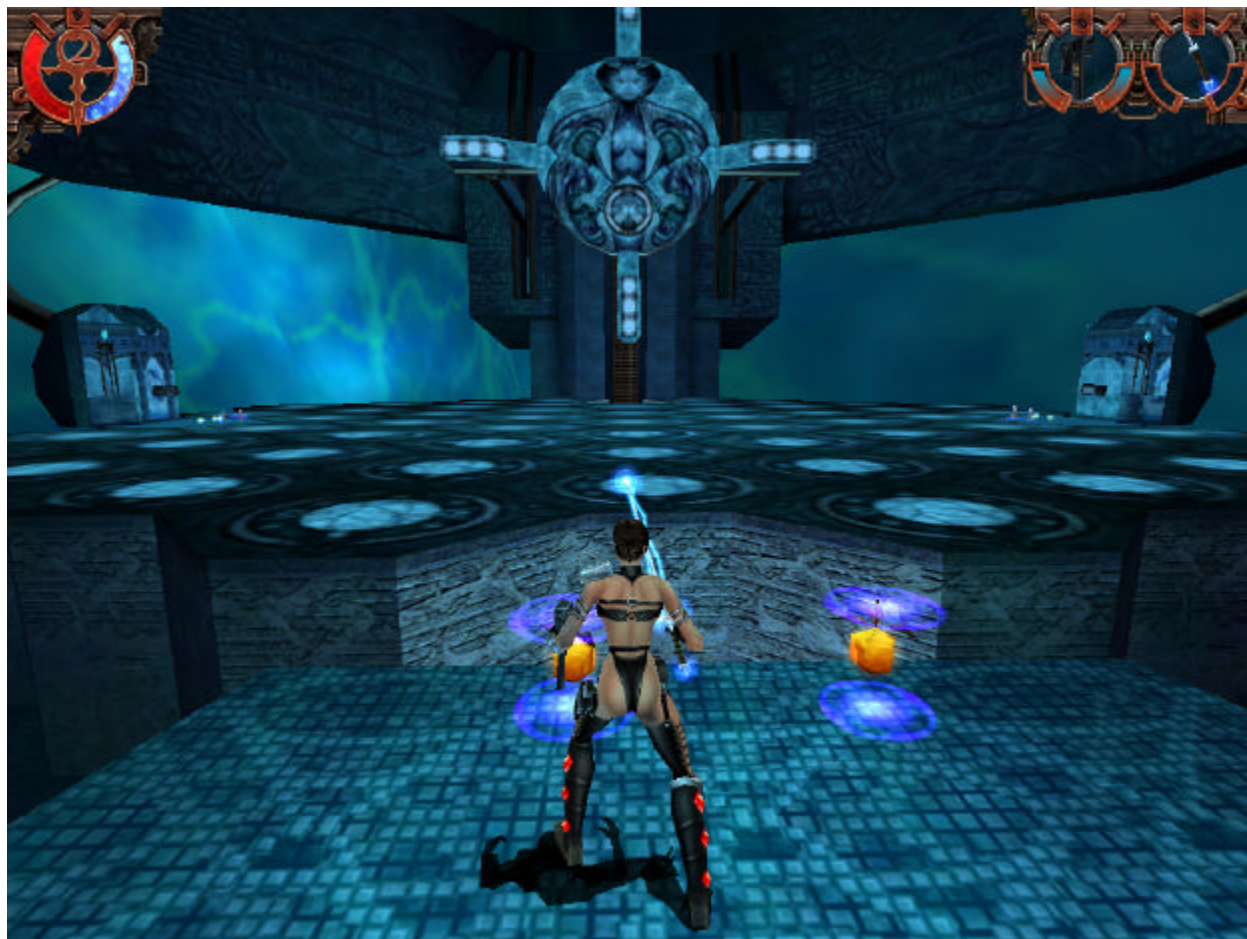
The Water of Purity

Hop out of the pool and grab the ammunition ahead and to the right. Proceed left and pick up the rocket and gas ammunition. Walk onto the transporter. When you reappear, pick up the health and water ampoules in front of you. Jump to the middle platform and prepare to face ghosts and a soul harvester.

Health and water ampoules can be found to the left and right; you'll also find cranks on either side. You don't have much time; the floor is disappearing below your feet. The longer you take, the tougher it will be to complete your task. Run over to the left crank and use the action key to turn the crank until the platform above you rises. Cross to the other side quickly and turn the crank on the right side. Turning this crank lowers a second platform.

The floor is likely nearly crumbled by now. Turn left and face the far end of the walkway. Spot the button. Run to the lift and press the button. Ride the lift to the top. Turn around once you reach the top and face the platform. Run and jump to the platform. A flesh binder stands up here; finish him off quickly with your chaingun if you have the ammunition. Otherwise use the shotgun or other available powerful weapon and circle strafe your way around the flesh binder using your weapon as you move. Once you're finished, walk onto the transporter.





The floor shown here starts crumbling - you must work quickly!

Push the button on the door to open it. Walk out and grab the ammunition. Leap to the rope and descend. Turn left and walk down the path. Enter the left alcove and snag the water ampoule. Cross to the door on the other side. Enter the door and battle the soul harvester. Use your flamethrower if it's available; the electric sword works as well, but you must hit and run quickly to avoid the harvester's attacks.

Collect the items from the room. Press the three buttons on the wall and watch the cutscene of the large object moving through the hall outside. When you regain control, two flesh binders are in the room. Weave around the obstacles in the room to avoid the flesh binders' attacks. Use your fire or electric sword if you can effectively use a hit-and-run attack or equip dual uzis, chaingun, shotgun or any other available heavier weapon.

Exit the door and avoid the moving object outside. If you are in its path, you will die instantly. Turn left and run to the alcoves on the left and right. Time your run





carefully so you avoid the moving object. You'll run into some happy masks here. Defeat them and enter the door on the left. Collect the water ampoules in the hall and defeat the flesh binder waiting at the end. Leap to the rope and descend. The room below contains two ghostly grawlix and several happy masks. Drop down and keep moving; pull out a powerful weapon (avoid explosives, though) and destroy the beasts. The electric or fire sword should also prove effective.

Once you have cleared the room, push the four buttons. A door opens on the other side of the room. Approach the transporter slowly; as you approach, a claw breaks through the wall beyond and attacks! Avoid the claw and hop onto the transporter.



Approach the statue to complete the challenge.

Defeat the soul harvester upon spawning in the next area. Approach the statue; Julie will automatically place the stone (from the Wind of Spirit area) into the slot. Pick up the hilt from the pool behind the statue. Hop onto the transporter to enter the next area.





We Cemetery (Third Time)

You arrive back at the cemetery. Two flesh binders are wandering around. Defeat or avoid them. Your goal lies in the red temple, located to the right from your start position. You can explore the cemetery again for water ampoules and other ammunition. Enter the red temple as soon as you are prepared to continue on.

The Sanctity of Blood

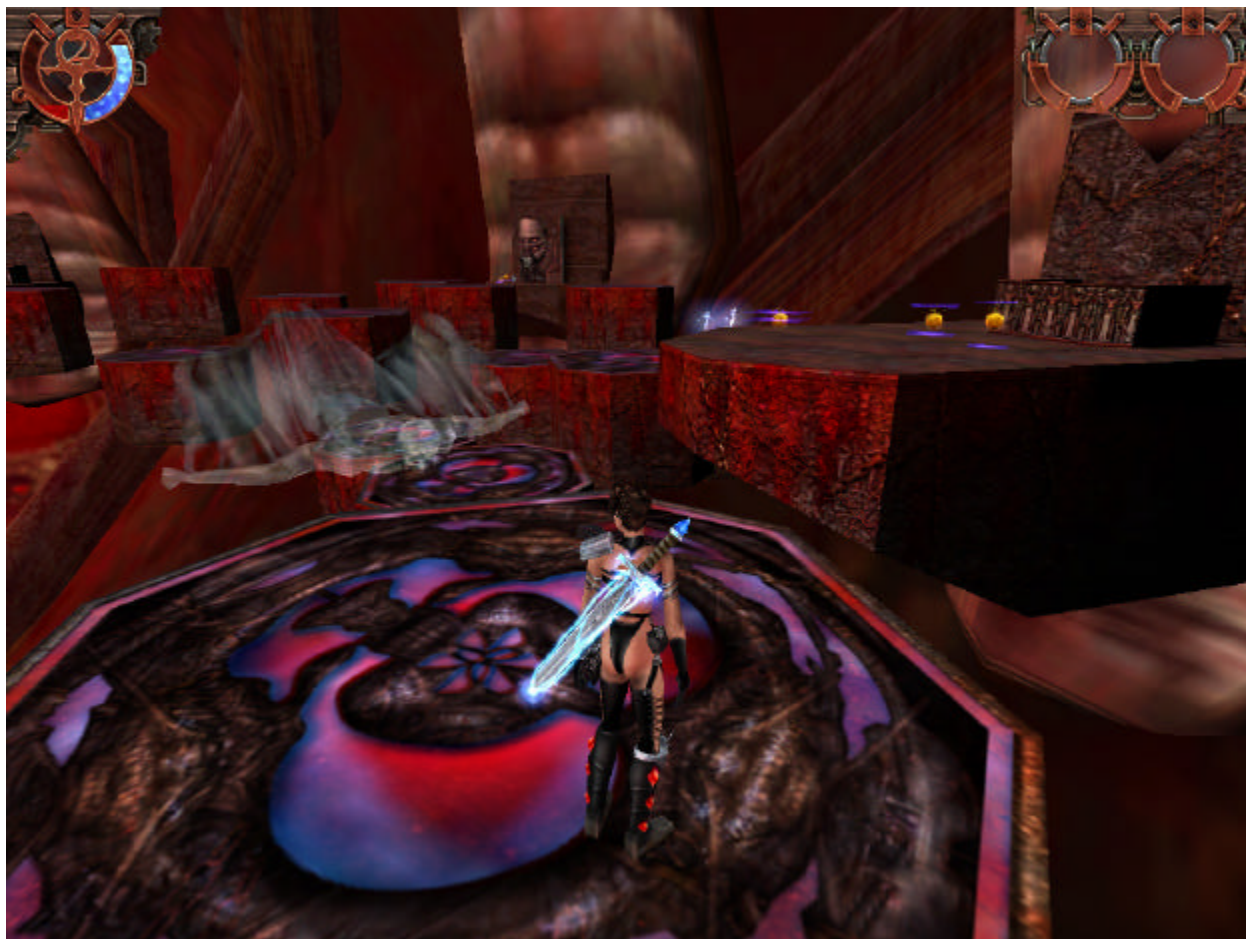
Turn around immediately and grab the water ampoules and the ammunition. Start up the path, but advance carefully to avoid the pinchers. Flesh binders are positioned up the path. Defeat them from a distance with the chaingun or rocket launchers (if available) or the shotgun if you're forced within close range. The shotgun fires fast enough (in close range) to prevent the flesh binder from returning fire.

During your advance up the path, flaming birds also attack. Listen for their distinctive attack call and point the camera toward the sky. Avoid the birds as they nosedive and destroy them with your sword when the birds' beaks become imbedded in the path. As you move up, take a right at the first fork to snag the circle of protection potion. Continue left and face additional flesh binders. Jump the gap and grab the power-ups. You'll find additional ammunition if you explore the path's branches.

Continue to the top and perform a running jump across the final gap to the door. Enter and fight the happy masks that drop down from the ceiling. Time your advance through the spiked obstacles so you can touch the button on the other side. You can safely hide along the edges of the room. Push the button and enter the large chamber; a statue lies in the chamber's center with circular platforms surrounding its exterior.

Most of the platforms drop suddenly when you step on them. Don't haphazardly jump around. Instead, spot the two glowing faeries you met at the end of the water challenge. The glowing faeries begged you to "Trust them," and you should do just that! The faeries will stop at each safe platform. Jump to that platform to continue on; the faeries will move to the next safe platform.





Follow the glowing faeries - they reveal the sturdy platforms!

Before you advance, collect the items around your feet and consider shooting the flesh binder to your right. Use the rocket launcher or chaingun for long-range effectiveness. Follow the faeries as they float to each safe platform. Along the way, you will encounter platforms to your right; these platforms contain levers that must be pulled. These levers stabilized the central structure. You'll also spot additional flesh binders in the distance; use long-range weaponry to eliminate them before you approach.

After you make the circle around the central structure, the faeries will float over to the statue. Having pulled all the levers, leap to the central structure platform and approach the statue. Make sure you leap the small gap before the stairs. Defeat two soul harvesters that appear; use your flamethrower if available or any high-powered weapon. Once both are defeated, a transporter appears and returns you to the cemetery.





We Cemetery (Last Time)

Fight the soul harvester back in the cemetery. Enter the door into the next - and final - temple. Collect any items scattered throughout the cemetery before you continue on. Walk through the opened doors and to the end of the ledge to enter the next area.

The Bridge of Reason

Turn left and right and follow the catwalks (after a small jump) to some rocket ammunition and health or water ampoules. Return to the central platform and approach the bridge. As you approach, the bridge disappears into the chasm below. Moments later, the bridge rises again. You must time your advance across the bridge carefully. Look at your feet and jump toward the chasm as the bridge rises below you. Continue to run straight across, and you will arrive on the other side just as the bridge lowers again. You may want to jump the last step just in case you were slow at the start. Naturally, it's advisable that you save your game before attempting the maneuver.

Head through the door and collect the plentiful ammunition and health scattered around. Two soul harvesters appear - one at a time. Defeat them both, and a platform rises, featuring a single valve. Turn the valve, which opens the wall in front of you; the wall twists into two staircases. Two flesh binders appear behind the opened wall. Try to save chaingun and rocket ammunition for the impending boss encounter; instead, use the shotgun or even hit-and-run tactics with the fire or electric sword. Ascend either staircase and face off against two more flesh binders. Enter the doorway and emerge into the next section.

Tomb of the We

Walk through the door ahead. Descend into the room and walk through the door and hallway. Approach the Heart of the We placed on top of the statue. Approaching the heart triggers an extended cutscene. The ceiling of the tomb crashes in and enemies surround Julie. The flesh binders enter the Heart of the We and morph into Julie's worst enemy - Lord Tyler! It's time for the final boss encounter!





The Heart of We - the reward for completing the challenges and being pure of heart!

The area contains several power-ups and sufficient health plants. Defeating Lord Tyler takes constant movement and quick weapon switching. Pummel Lord Tyler with the rocket launcher or chaingun. Once you've knocked off some health, Lord Tyler will drop to the ground and attempt to regenerate his health by using the water ampoules around his belt. After he drops to the ground, you must pull out the soul sucker and use the weapon to drain Lord Tyler's new water supply. If not, Lord Tyler will continue to replenish health, and you'll just waste ammunition attempting to destroy him.

When you take damage, run around the arena and grab the health plants. Rocket ammunition also respawns around the arena, making the rocket launcher a weapon of choice. Other creatures also appear during the battle. Avoid them or eliminate them as well. Continue to knock down Lord Tyler's health and use the soul sucker to avoid regeneration. Lord Tyler will eventually move airborne and





attack from there. Continue to use the rocket launcher or switch to the chaingun if you possess ample ammunition.



Inflicting damage to Lord Tyler isn't the problem - it's keeping him from regenerating!

During the fight, you will sever Lord Tyler's arm, and a brief cutscene plays depicting Lord Tyler's sword dropping from above and imbedding into a sloped rock. Don't rush to get the light sword - but you will need the sword to deal the fatal blow. Once you have Lord Tyler down to a sliver of health, grab the sword and circle strafe around Lord Tyler to avoid his firepower. Leap into the air and swing the sword to assault Lord Tyler's head and chest area. When he drops to the ground, slash against with the sword to deliver the crushing blow.





Appendix

Cheat Codes

To activate the Heavy Metal F.A.K.K.2 cheat codes, you must first enable the game's console. To do so, select the Video/Audio menu and enter the Advanced section. Locate the console setting on the right side of the screen; make sure the console box contains a checkmark. During gameplay, press the tilde (~) key to open the console. With the console open, type in any of these codes followed by the enter key to activate the respective cheat code.

Code	Result
God	Toggles god mode and unlimited ammunition
Notarget	Enemies don't attack
Noclip	Walk through walls and floors; use jump to move up and crouch to move down
give all	All weapons and items
health 100	Full health

